

NINTENDO DSTM

TRANSFORMERS

WAR FOR CYBERTRONTM

AUTOBOTS

EmuMovies

INSTRUCTION BOOKLET



ACTIVISION

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV-E

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THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



Wireless DS
Multi-Card
Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.



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GETTING STARTED

1. Insert the TRANSFORMERS™: WAR FOR CYBERTRON AUTOBOTS™ Game Card into the Nintendo DS™ slot as described in your Nintendo DS instruction manual.
2. Turn the Power Button ON.

Note: The TRANSFORMERS: WAR FOR CYBERTRON AUTOBOTS Game Card is for the Nintendo DS system only.

BASIC CONTROLS

ROBOT MODE

Y Button	Fire Ranged Weapon
X Button	Melee Attack
B Button	Jump
A Button	Swap Characters
L Button	Lock on Target (hold), Shield Block (limited to certain characters)
R Button	Switch Targets
+Control Pad	Move ↑/↓/←/→

CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

GAME MODES

VEHICLE MODE CONTROLS

Y Button	Fire Ranged Weapon
X Button	Brake/Reverse
B Button	Accelerate
A Button	Swap Characters
L Button	Boost
+Control Pad	Steer ←/→, Accelerate/Brake ↑/↓

JET MODE CONTROLS

Y Button	Fire Ranged Weapon
B Button	Accelerate
A Button	Swap Characters
L Button	Boost
+Control Pad	Steer ←/→, Climb/Dive ↑/↓

USING THE TOUCH SCREEN

Change Form Button – Touch the **Change Form** Button to change form between Robot and Vehicle Mode (or Robot and Jet Mode for some characters).

Reserve Character – The current health and energy of the reserve character are shown next to the character's portrait.

Radar – Locations of mission objectives, enemy units and friendly units are shown on the radar.

- Red Triangle – Enemy
- Blue Triangle – Friendly
- Yellow Circle – Mission Objective



PLAYING THE GAME

PLAYING A MISSION

To play a mission, use the +Control Pad to highlight **Start Game** on the Main Menu and press the **A** Button to select. Next, choose **Mission Select**, highlight the desired type of mission, and press the **A** Button to select. Highlight the mission you want to play and press the **A** Button to select. Choose **2 characters** and a **Data Disk** to start the mission.

CUSTOMIZATION

You can upgrade your character stats using the experience gained from defeating enemies in any mission. On completing the mission, add points to Strength, Endurance, Regeneration, Firepower or Skill. Upgrading these stats boosts your characters' power and unlocks special abilities.

DAMAGE TYPES

All TRANSFORMERS™ characters have a unique set of weapons: one ranged and one melee. Each weapon does one of three types of damage: Laser, Plasma, or Solid. Damage type is represented by a shape: a circle represents plasma, a square represents solid, and a triangle represents laser.

SWITCHING CHARACTERS

At the start of each mission, you choose two TRANSFORMERS characters to use in the level. At any time, you can switch between these characters by pressing the **A** Button.

MULTIPLAYER MODE

MULTI-CARD PLAY

To play a Multi-Card game, each player must have a Nintendo DS and a TRANSFORMERS: WAR FOR CYBERTRON AUTOBOTS or TRANSFORMERS™: WAR FOR CYBERTRON DECEPTICONS™ Game Card.

HOSTING A GAME

If you choose to host a game you may set your own rules. Choose **Host Game** from the Multiplayer Menu to get started. From the Host Screen you can change modes, change teams, choose a location, or set the score limit for the game. When you're ready to start your game, choose **Start Game** from the Host Screen.

JOINING A GAME

To join a local game, select **Join Game** from the Multiplayer Menu. Select the game you wish to join from the list to enter the Lobby. From here you may choose your team. Select **Ready** when you're ready for the game to begin.

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Note: The multiplayer components of Activision games are handled only through Internet support.

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